<u>**Amendments to the Claims:**</u>

This listing of claims will replace all prior versions and listings of claims in the Specification.

<u>**Listing of Claims:**</u>

1-46.   (Canceled)

47. (New) A method for controlling content playback related information in a network including a server, a playing device, and a controller, the controller being used for controlling the server and the playing device, the server and the playing device configured in either push mode or pull mode, the method being performed by the controller and comprising:

matching a protocol and a data format between the server and the playing device, the server and the playing device configured in pull mode;

causing the playing device matched with the server in the protocol and data format to receive content streamed from the server such that the content is rendered through the playing device;

causing the playing device to transmit transport state values and rendering state values according to a request signal, the request signal for storing current status associated with playback of the streamed content, the transport state values associated with current streaming status of the content and the rendering state values associated with current rendering status of the content; and

causing the server to store the transport and rendering state values,

wherein the controller causes the server to transmit the stored transport state values and the stored rendering state values to be received by the controller,

wherein the controller causes the playing device to set the rendering state values received by the controller for rendering the content and to set the transport state values for streaming the content, and

wherein the content is streamed from the server to the playing device according to the set transport state values in order to be rendered in the playing device according to the set rendering state values.

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48. (New) The method of claim 47, further comprising comparing the protocol and the data format between the playing device and the server to prepare a connection between the playing device and the server.

49. (New) The method of claim 47, wherein the transport state values are associated with an audio/video (AV) transport application provided by the playing device.

50. (New) The method of claim 47, wherein the rendering state values are associated with a rending control application provided by the playing device.

51. (New) The method of claim 47, wherein the transport and rendering state values are stored in the server with identification information for identifying the stored transport and rendering state values.

52. (New) An Apparatus for controlling a server and a playing device included in a network in order to control content playback related information, the server and the playing device configured in either push mode or pull mode, the apparatus comprising:

a control unit configured to:

match a protocol and a data format between the server and the playing device, the server and the playing device configured in pull mode,

cause the playing device matched with the server in the protocol and the data format to receive content streamed from the server such that the content is rendered through the playing device,

cause the playing device to transmit transport state values and rendering state values according to a request signal, the request signal for storing current status associated with playback of the streamed content, the transport state values associated with current streaming status of the content and the rendering state values associated with current rendering status of the content, and

cause the server to store the transport and rendering state values,

wherein the controller causes the server to transmit the stored transport state values and the stored rendering state values to be received by the controller,

wherein the controller causes the playing device to set the rendering state values received by the controller for rendering the content and to set the transport state values received by the controller for streaming the content, and

wherein the content is streamed from the server to the playing device according to the set transport state values in order to be rendered in the playing device according to the set rendering state values.

53. (New) The apparatus of claim 52, wherein the protocol and the data format between the playing device and the server are compared to prepare a connection between the playing device and the server.

54. (New) The apparatus of claim 52, wherein the transport state values are associated with an audio/video (AV) transport application provided by the playing device.

55. (New) The apparatus of claim 52, wherein the rendering state values are associated with a rending control application provided by the playing device.

56. (New) The apparatus of claim 52, wherein the transport and rendering state values are stored in the server with identification information for identifying the stored transport and rendering state values.